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THE INCREDIBLE CRASH DUMMIES™

INSTRUCTION BOOKLET

LJN LTD.®

SUPER NINTENDO® ENTERTAINMENT SYSTEM

WARNING: PLEASE READ THE ENCLOSED CONSUMER INFORMATION AND PRECAUTIONS BOOKLET CAREFULLY BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM OR GAME PAK.

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THE INCREDIBLE CRASH™ DUMMIES

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DUMMY DISASTER!

The Incredible Crash Dummies'™ head man, Dr. Zub™ has been kidnapped by Junkman™—the deranged dummy who doesn't just have a screw loose, he's also a mechanical mishap sworn to end safety as we know it!

Naturally, this calamity has made the Crash Dummies™ go to pieces! But, in times of trouble, one dummy is always ready to stick his neck out and lend a hand, Slick™—the one dummy with the smarts to get ahead! Without a shoulder to cry on or, occasionally, a leg to stand on...Slick™ must rescue Dr. Zub™, or Junkman™ will drain the Doc's memory bank to get the top secret TORSO-9000 plans stored within! These plans show the design for a dummy body so durable it will make Junkman™ unstoppable!

So, stop spinning your wheels, Slick™, and shake a leg! Navigate the dummy damaging obstacles, defeat Junkman's™ brainless sidekicks Jackhammer™, Sideswipe™ and Piston Head™, and trash the tin-pot troublemaker in the depths of his lug-nut lair.

The future of safety is in your hands!

GETTING READY TO HIT THE ROAD!

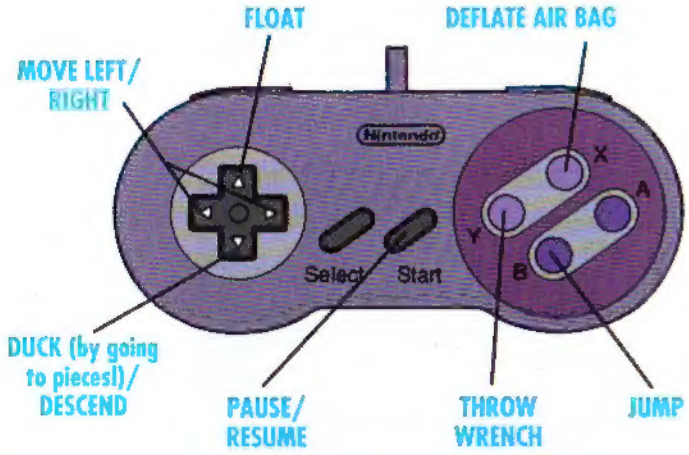
LOADING

1. Make sure the power switch is OFF.
2. Insert THE INCREDIBLE CRASH DUMMIES™ game pak as described in your SUPER NINTENDO ENTERTAINMENT SYSTEM® MANUAL.
3. Turn the power switch ON.

You will then see THE INCREDIBLE CRASH DUMMIES™ title screen. To get crackin', press the START BUTTON.

SLAMMIN' AND JAMMIN'!

Slick™ is looking everywhere for Dr. Zub™, from the Crash Test Center to the artillery ranges. He's searching hard, hoping to find a clue, or at least the GIANT SPRING LAUNCHERS which will propel him to the next stage of his search. But, although he may appear to be running in circles, Slick™ is one dummy who's always in control. And you're in control of him. Slick's™ controls are as follows:



TO SKID, press the CONTROL PAD DIAGONALLY DOWNWARD while running.

TO FLOAT UP, press the UP CONTROL PAD ARROW when you've collected the air bag pick up. When the airbag is obtained, it automatically inflates.

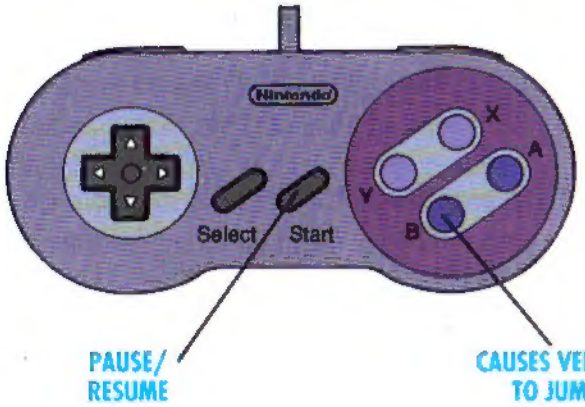
TO DESCEND, press the DOWN CONTROL PAD ARROW. To deflate the air bag instantly, press the X BUTTON.

TO FLOAT UP LEFT or RIGHT, press the CONTROL PAD DIAGONALLY UPWARD when inflated.

TO DESCEND LEFT or RIGHT, press DIAGONALLY DOWNWARD on the CONTROL PAD when inflated.

NOTE: You cannot throw a wrench or inflate Slick™ until you get the appropriate pick-ups. (SEE PICK-UPS... HEADBANGIN' HELPS on pages 9 &10)

Crash test vehicles such as Crash Cars and Tanks can be found on each of the 3 vehicle bonus stages. The controls are as follows:



Avoid hitting objects by jumping your vehicle over them. Hitting obstacles slows your car down, resulting in a weak crash and fewer bonus points! Ram the wall at top speed for a smashing bonus!

HAZARDS AHEAD...

Rescuing Dr. Zub™ is hardly going to be a crash in the park, but Slick™ isn't going to pieces yet. That, however, could change very quickly, because if Slick™ gets hit, one of his limbs gets knocked off— first a leg, then the other leg, an arm, then the other. Slick™ will continue on as long as he can, but when his head gets knocked off, he must pull himself together and start again, using up one of his lives. To crash, bash, smash, ding and dent dummy damagers of every kind, jump on them, or— if Slick™ has the Wrench Pick-Up— shoot them with a rain of wrenches. Some of the dangers Slick™ will encounter are:

TEST DUMMIES: These guys mean well... but, frankly, they've eaten just one too many windshields! Although they're paid to test safety, their bumbling mishaps make rescuing Dr. Zub™ unsafe at any speed!

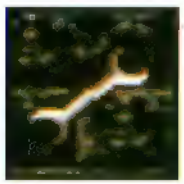
ENEMIES: Junkman's™ Junior Junkbots™ are do-it-yourself tiny-robots that, attached to motor-mono-cycles, flying mini-tanks, sawblades and what-have-you, pack a big wallop! If Slick™ should get by them, he'll find himself face to face with Junkman's™ henchmen Sideswipe™, Piston Head™ and Jack Hammer™, and eventually, with the big guy himself!

OBSTACLES: Steer clear of obstacles like barbed wire, pogo-parking-meters, land mines, circular saws and toxic goop by jumping over or sliding under them! Hitting them causes Slick™ to lose a limb.

SPRING LAUNCHERS: These don't cause Slick™ to lose a limb directly. Instead, they fire the hapless dummy at breakneck speeds to who-knows-where! They could send him into the arms of a waiting Junkbot™, onto remote platforms, into secret rooms, or head-first into a brick wall!! The giant spring launchers, however, will launch Slick™ into the next stage of his search!

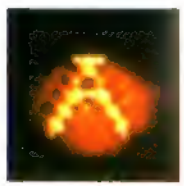
PICK-UPS... HEADBANGIN' HELPS!

Although the road to Junkman's™ lair may be paved with bad intentions, Slick™ has some tricks that will enable him to get a leg up on Junkman™ and his cohorts. To use them, however, he needs certain pick-ups. Grab the pick-ups scattered around each level by touching them.



Wrenches are Slick's™ main ammo in combating enemies of every kind. Each wrench pick-up adds more wrenches to your stock as shown in the top right of the screen.

This pick-up lets Slick™ inflate like a balloon so that he can float over obstacles and reach unreachable platforms.



Automatically accelerates Slick™ to lightning speed!

SCREWDRIVERS: Reattaches the last limb lost.

DUMMY HEAD:
Gives Slick™ a bonus life.

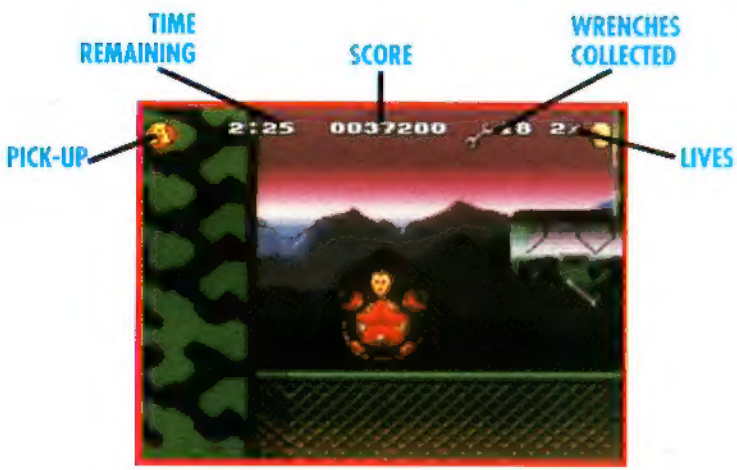
YELLOW CRASH TARGETS:
Add 300 points to your score.

BLUE CRASH TARGETS:
Add 10 seconds to your time remaining.

NOTE: The AIR BAG and OVERDRIVE pick-ups only last for a limited amount of time. (When their allotted time is about to run out, the appropriate pick-up icons in the top left of the screen will flash and then finally disappear.)

ON THE SCREEN...

The following game play information appears on the screen:



PICK-UP: Shows when you have an Overdrive and/or an Air Bag Pick-Up.

TIME REMAINING: The amount of time remaining to complete the level. If you run out of time, you lose a life. Blue crash targets add 10 seconds to your time remaining.

SCORE: Slick's™ score is determined by which enemies you wreck, how fast you get through each level and how many Yellow Crash Targets you pick-up.

WRENCHES COLLECTED: Displays how many wrenches Slick™ has remaining in his arsenal.

LIVES: You begin the game with 3 lives.

NOTE: Wrench, Overdrive, and Air Bag Pick-Ups will only register in the status panel once you obtain them. (For more information on pick-ups, see PICK-UPS... HEADBANGIN' HELPS on pages 9 &10)

CRASH TOWN, USA!

From the Crash Test Center to Junkman's™ Junk Kastle, Crash Town is crammed with hazards, head-ons, Junkbots™, and junkers... but Dr. Zub™ is depending on you! So pull yourself together! It's time to split!

ZONE 1: CRASH TEST CENTER

Stage 1: The Parking Lot I

You gotta get a break in this business... and for that, nowhere's better than the Crash Test Center! Crash cycles, careening cars and tire spitting Junkbots threaten to do you serious damage... and that's before you even get in the building!

Stage 2: The Parking Lot II

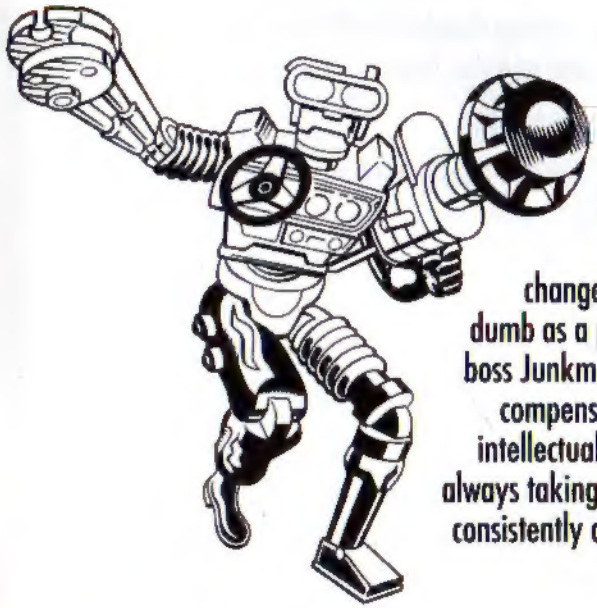
These Crash Dummies™ are carrying out underside impact tests... so keep an eye out for cars dropping in out of the blue! Junkman's™ also left a few of his motor-mono-cycle Junior Junkbots™ around. Don't let their mowing you down get you all out of joint!

Stage 3: Crash Central

Between dummies testing light bulb-dropping toy planes, high voltage live wires and exploding light bulbs, this is no place to hang around! Use the Spring Launchers to make a hasty exit!

Stage 4: Mixer Madness!

Sideswipe's™ decided to mix things up a bit with his Whiskmobile! Show him that just because you're a dummy, it doesn't mean you're stupid!



SIDESWIPE™:
If brains were money, Sideswipe™ couldn't make change on a dime! He's dumb as a post! Sadly for his boss Junkman™, Sideswipe™ compensates for being intellectually challenged by always taking the initiative...with consistently disastrous results!

Stage 5: Crash Car Crisis

A badly-needed bonus break for our distraught Dummy. Avoid obstacles for a smashing conclusion!

ZONE 2: CONSTRUCTION SITE

Stage 1: Ground Floor

For a JUNKBOT™, a day without demolition is like a day without sunshine. They're swinging torches, hiding in cement and swinging wrecking balls at whoever's in their way! If that's not enough to convince you you're rubbing shoulders with the wrong crowd, look out for the circular saws and the Junkbot™ robo-hounds!

Stage 2: High-Rise Hijinks!

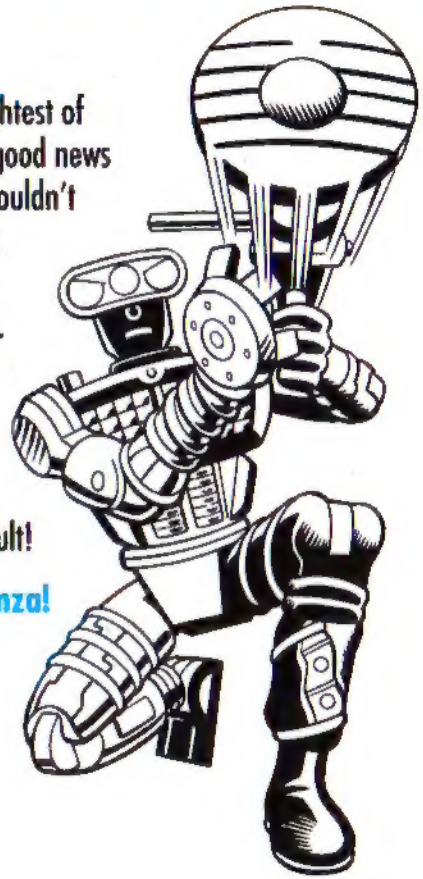
High above the city, disaster-doting hard hat dummies are out to crease your crash-suit! Junkman's™ propeller heads will burst your air bag. Oil slicks will send you reeling, and mortar-firing cement mixers will use you for target practice! But, for a Crash Dummy™, this is the kind of fun worth giving your right arm for!

Stage 3: Jack Hammer's™ Wreck 'N' Roll Party!

Jack Hammer's™ destroying the building with his giant cement-firing wrecking ball crane! Slick™ must dodge the debris and reduce Jack Hammer™ to robble with his wrenches and rebounds if he's going to survive to save Dr. Zub!

JACK HAMMER™:

The bad news is he's the brightest of Junkman's™ side-kicks. The good news is...the average Junkbot™ couldn't graduate kindergarten! Jack Hammer™ was the first Junkbot™ Junkman™ created. This makes him feel both superior to Sideswipe™ and Piston Head™, and obliged to prove that, whenever things go wrong, it's their fault!



Stage 4: Bulldozer Bonanza!

Slick™'s next bonus round requires him to smash up a Turbo-Boosted Bulldozer.

ZONE 3: MILITARY TESTING ZONE

Stage 1: The Artillery Range I

For the best in crash action, nothing beats testing military hardware: like tanks and missiles! Unfortunately, you're at the wrong end of the test range! Land mines, incoming MX-Missiles, and clusters of high-explosive bombs are likely to make you cash in your crashing career any second!

Stage 2: The Artillery Range II

Grab your flack jacket! Motor-mono-cycle and mini-missile-firing Junior Junkbots™ are out in force! Pound them with everything you've got!

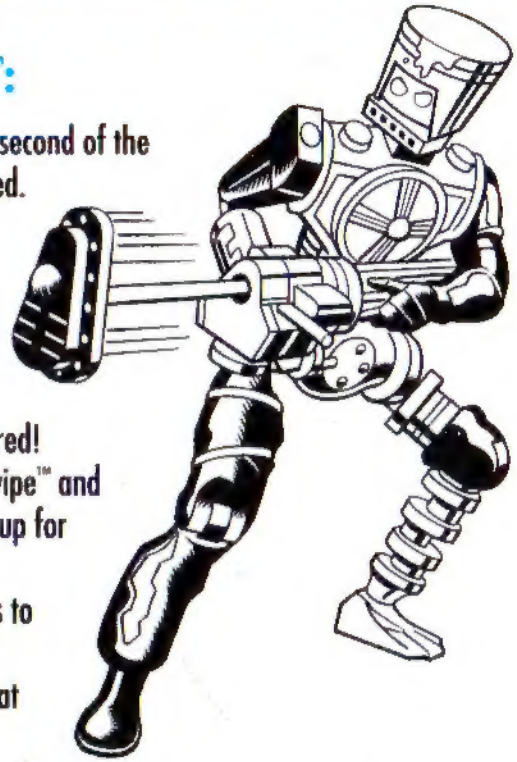
Stage 3: The Bomb Bunker

With wall-to-wall barbed wire, tank testing dummy-troops, flying mines and a battery of artillery pieces, this place could make the hardiest of dummies head for cover!

Stage 4: Piston Head's™ Flying Circus

Survive the combat training and you're one-on-one with Piston Head™...and his patented bomb-dropping, Dummy-Dusting Hellcat! Clip his wings by hitting his plane with wrenches and jumping aboard!

PISTON HEAD™:



Piston Head™ was the second of the Junkbots™ to be created. Therefore, he passes on any dirty work straight to Sideswipe™—who's usually too dumb to know he's been suckered! However, while Sideswipe™ and Jack Hammer™ make up for their low IQ with an unflinching willingness to carry out Junkman's™ plans—no matter what the personal risk—Piston Head™ is always the first to save his own paintwork, turn tail gate and head for the highway!

Stage 5: Tank Trials

Slick's™ final bonus level puts him at the controls of some mighty machinery. MAX OUT!

ZONE 4: JUNKMAN'S™ JUNK-KASTLE

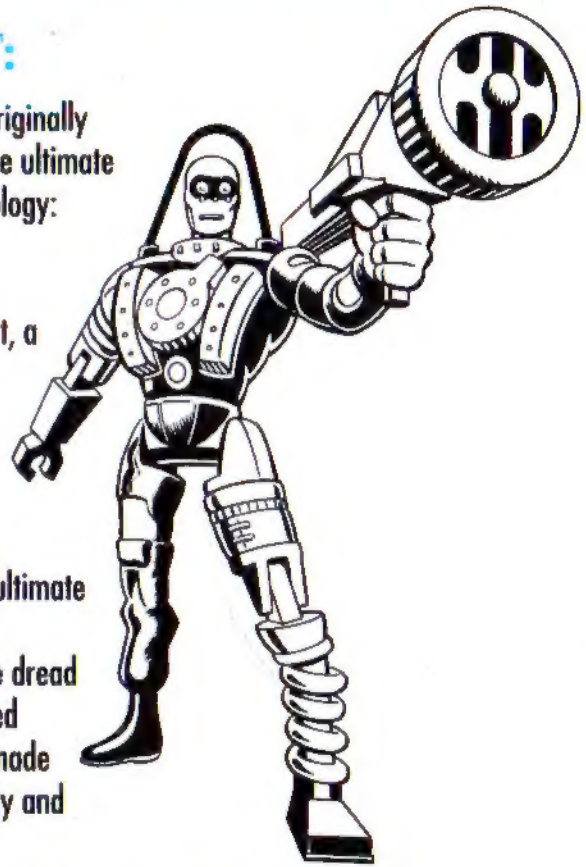
Stage 1: Junk-Yard I

Floor to ceiling toxic goop makes Junkman's™ Junk Yard almost impassable, not to mention the goop hands and sharp spikes, but with Dr. Zub™ already hooked up to the brain drain, there's no time to waste! Hit the road running!

Stage 2: The Junk Kastle

The junkful one is ready to mangle your mannequin meddling forever...with his newest, biggest, and toughest Junkbot™: the Jumbo-Junkbot™! It can jump, bite, shoot boxing gloves and even survive a pasting that's reduced it to a million pieces! But, don't give up! Smash the cockpit and clean the Junkman's™ clock...or he's on his way to making every day a demolition derby!

JUNKMAN™:

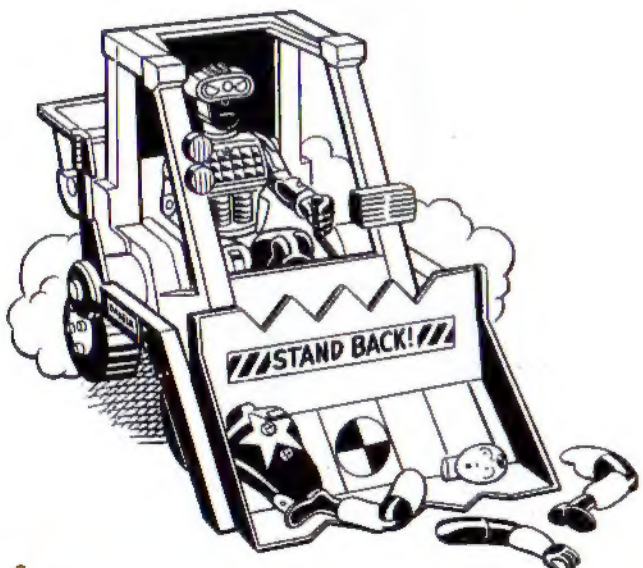


Junkman™ was originally designed to be the ultimate in dummy technology: intelligent, versatile...and indestructible. But, a defect in the dummy's computer chip resulted in the ultimate dummy behaving as the ultimate dummy demon! Consequently, the dread head was removed from its custom made TORSO-9000 body and deactivated.

However, through mischance and the evil head's own troublemaking talents, it managed to become reunited with its

own top-of-the-line body and escape! From there, the master of mechanical malice, made himself a home in a junk-yard, manufactured the Junkbots™ from scrap metal, and named himself, "Junkman™"—scourge of safety and curse of the Crash Dummies™!

But, if his battery life long vision of a planet utterly unsafe for everyone is to come true, he still desperately needs Dr. Zub's™ plans for the TORSO-9000! Only then can he create an army of indestructible dummies...only then can he rule the world!



JUNKMAN™... UNSAFE AT ANY SPEED!

Red hot rivets may really tear Slick™ up, but, without him, Dr. Zub's™ noodle will soon be strudel! Skid through Sideswipe™ at the Crash Test Center! Junk Jack Hammer™ in the Construction Site! Show Piston Head™ you're head and shoulders above any chip off the old engine block! Then, before Junkman™ gets his hands on the plans for the torso-that's-only-more-so, waste the hazard-happy-maniac and his Jumbo-Junkbot™!

Danger lies down the road, but, with safety at stake, don't lose your head! The Incredible Crash Dummies™ need you!

NOTES:

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- Reorient the receiving antenna.
- Relocate the Super NES with respect to the receiver.
- Move the Super NES away from the receiver.
- Plug the Super NES into a different outlet so that the computer and receiver are on different circuits.

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